

Work focuses on representation of opponents in first-person shooter video games. It aims to discover tools, which developers of video games use to choose specific enemies for their games and in which way they present them. First-person shooters are used for this purposes because players have closest visual contact with opponents in this genre. The aim of this work is to describe most typical opponents in video games and to find out why this exact enemies are usualyy the most portrayed. Special attention is paid to video games which used original attitude for creating enemies. Work than focuses on most frequent stereotypes in opponents presentation, mostly racial and national, which are used by developers and what function they have. Than it gives room for critics of such stereotypes and tries to estimate if these critics can result in some changes in the future. Video games which created controversy by representation of specific enemies are subject of next topic. These games often put players in position of moral dilemma. On the base of research from literature and analysis of video games this work focuses on main reasons of representation of concrete enemies and what emotional impact it can have on players.